WILL SUGAR MELT WHEN HE´S IN HOT WATER ?

GREETINGS !

So now you can figure out the name of the only TV program I ever watch, series just ended - very sad ! The pastime the for the last two months has been guess the AMSTRAD new machine game. After many rumours the concensus has settled for a 16-bit, 51/4 drive in a 6128 style keyboard. Neatly tied in with knocking the CPC on the head it would seem that Alan Sugar´s oft quoted "We only want your money !" will be emphasised in cynical fashion. ALL, and I mean ALL, software houses have been in a state of "flux" awaiting a proper announcement, which they won´t get. Work has been shelved on new projects, not that anything was really ever written just for the CPC, and they have been diligently trying to impress us with re-releases in Compilation form. It´s a shame that the CPC was hardly ever catered for other than "conversions". The majority of games have been "upped" from SPECTRUM jobs, and as such the limitations of the SPECTRUM [including the screen size] have dictated the quality of the AMSTRAD version. What that means in user language is that the superb capabilities of the CPC have rarely been exploited to the full. If rumours prove to be true, then bye, bye ! I´ll get a "proper" job and be able to restore my computing to the "hobby" level.

Offers of help abound, information continues to pour in, and I´m still way behind with letters ! Significantly the reports of NEW games are VERY low - all related to the "rumour" no doubt ! I´ve modified the tale told me by BRIAN BONNER, which was one bit of fun in the last few weeks. It seems that SUN READERS are buying up copies of DISCOVERY+ in order to transfer their DURAN DURAN tapes to compact disc ! It is well known that this can only be done by BSM & HACKPACK, but you´ll need a modified loader. A serious note, new BLITZ4 file created 14.12.87 for FREDDY, COMPLETE WOTSIT etc. Now conforms with other BLITZ files. OK, lots of super stuff and a "random" format this issue ! Any reference of "(!!)" means the game is mentioned elsewhere. Often because the compilations use a totally different loader to the original, and re-issues [like the RICOCHET label] may be yet another type of loader. To add to your confusion, and put spice into your Xmas reading I´ve a section devoted to "AS I READ IT". This is simply me randomly pulling letters out of box and deciphering the contents - grand game this one ! Late news suggests that RICOCHET loaders are all the same nasty. I´ll try to develope a "standard" bust for it when I´ve seen a few of them. If you´re a fanatic and want to try it - note that the STACK POINTER is switched about, and START/LENGTH info is not in the loader. THE never to missed XMAS game, without a computer, is to draw lots. The loser lays on the floor, and everyone else talks about him/her as though he/she was not there ! Dangerous too !

We enjoyed a delightful half day a few Saturdays ago when BRIAN [Meddler of Repute] and JANICE called to see us. Computers were hardly mentioned ! It´s a fact that I can hardly believe - is behaving like real Earth People a sign of old age ?

I´ve been asked to clarify the BSM & HACKPACK situation, what´s redundant etc ! Apart from the fact that they are all redundant if you sell your CPC , you can forget all about RAMDAM - HACKPACK replaces it. If you've got BLITZ then you can forget OPTION 3 and BONKEY. If you follow the gist of a later listing then you can forget OPTION 2 [sad eh ?].

On another tack, the program MAX, which for disc file control turns your CPC into a DAKTARI look-alike, joystick replacing the mouse, has led some of you to ask me if I have any similar plans. I am currently working on the ULTIMATE EMULATOR, soon I will have the software to turn your CPC into an ironing board - after that I am pledged to dealing with some hardware and supplying plans to change one meddler´s printer into a Ferrari. The latter will be joystick controlled too !

DAKTARI machines ? I think it´s a horrid system, mice and all that ! I´ve only just learnt how to handle a keyboard ! As an expensive bit of kit for playing expensive games it´s probably OK - but the mouse and arrow, windows, icons and things strike me as the ultimate gimmick to further moronise [myself included] computer users. Unfounded and contentious ? Maybe, but I do have a DAKTARI, and even our Cats turn their nose up at the mouse. Blitz [the kitten], thinks that the 31/2 discs are tastier ! From what I see, he can have them ! A letter just received from Stewart [EDIBLE !] has much stronger criticism than that. To put a fair balance on the whole issue, I received a very nice letter from Andy Todd sadly relating that he has "defected" to the DAKTARI. A meddler with honours, his opinions have always been valued, we wish him well.

COMPILATION NEWS

LIVE AMMO All BLITZ. - ARMY MOVES, RAMBO, GREEN BERET, GREAT ESCAPE, TOP GUN.

PLAY IT AGAIN All BLITZ. - LEADERBOARD, LD TOURNAMENT, TENTH FRAME, EXPRESS RAIDERS, METROCROSS and SUPERCYLE [MAIN FILE]

POWER PLAYS All OPTION ONE except CORRIDOR CONFLICT - HACKPACK.

10 COMPUTER HITS 4 First note that if you have the version that includes BRIDES OF FRANKENSTEIN that won´t load, send it back - the replacement will have BRIDES as a straight OPTION ONE. XEVIOUS & SARACEN are BLITZ or BUNLOCK. PULSATOR and ANTIRIAD - OPTION 2,SPINDIZZY, DEACTIVATORS, TRIAXOS (some), STARQUAKE, all HACKPACK. REVOLUTION and UCHI-MATA are OPTION ONE. ELEKTRAGLIDE is a BLITZ [ODD], and DANDY [a "special"] and CITY SLICKER [forget it] are "NO GO".Why is that more than ten?

STARGAMES 3 - all as previously reported, but note WAY OF FIST - BLITZ [OLDXL], the TRAPDOOR OPTION 1 loader as before.

SPORTS PACK 20 JB SQASH, an OPTION 1 on a previous comp. is BLITZ[4] on this one. SUPER SOCCER "NO GO".

U.S.GOLD 3 ALL except REVOLUTION transfer as predicted. LEVIATHAN is just the main file. [Late news from Nick Geeves.]

OPTION 1 [328] STANDARD TRANSFERS. "New" reports, mostly minor or no alterations.

The symbols "N" = DO NOT RELOCATE, "C" = FROM COMPILATION TAPE, "*" SEE NOTES FOLLOWING.

STARWARS, BUGGY BOY, THROUGH the TRAPDOOR, DEATHSCAPE, MINDSTONE, FLUNKY, CHOLO, STARGLIDER [FIREBIRD - some versions **], MOOR´S CHALLENGE, BRIDES OF FRANKENSTEIN (!!), TRIAXOS (!!) [STARLIGHT], ALIENS [U.S version]. BOULDERDASH CONSTRUCTION KIT. COMBAT ZONE. ** STEVE [East Lothian] has one ! Favouritism for Kilties !

Alan Maybury in reporting the US. ALIENS advises that you will need two sides of a disc. When all done delete the .BAK files from the first side, then transfer the second side files to the first. Simply RUN"ALIENS". Some of the status codes are:

　　LEVEL 1 "DROP" password PORTE. - LEVEL 3 "GALLERY" pw."PRONE" - LEVEL 5 "RESCUE" pw."SLOPE" - LEVEL 6 "QUEEN" pw. "BRUSE"

OPTION 2 [60] HEADERLESS FILES.
More for this "oddball" routine.
WORLD CUP MANAGER [McMillan], PULSATOR (!!)[Compil.] ***For Pulsator SIMPLE LOADER- 10 LOAD "BACK1": CALL 48850.

OPTION2X !

The minor irritation for OPTION 2 has been that some files are just a little too long for it, the JEWELS OF DARKNESS trilogy for example. Also the need to write a little loader is a bit niggly. The need to write a special loader is a pain. OPTION2X overcomes all of these. In most cases you will only need to RUN"BACK1 [suitably renamed], if it has to be loaded from a basic file then the poke &bcce,&c9 WILL be needed. It'll do the JEWELS [ignore the click], and most other normal OPTION 2's - no special loaders will be needed. You'll need your BSM disc to create it. Having got OPTION2X on your disc all you need to do is run it. Things will then occur just as though OPTION2 had been selected from the BSM MENU, the results will be free of hassle. Give it a go on the AA "FREEBIE" - THE DUCT. [The correct BSM DISC is one with HACKPACK on the reverse.]

```
  1 REM: YOU WILL NEED YOUR BSM DISC IN DRIVE TO RUN THIS FILE, AND SAVE OPTION2X
 10 MEMORY 19999:LOAD"meddler",20000:FOR x=40960 TO 40960+575:READ a$:a=VAL("&"+a$):POKE x,a:cs=cs+a:NEXT
 20 p=PEEK(&4e66):q=(PEEK(&5186)-16):r=(PEEK(&51c6)-16):s=PEEK(&4ef6)
 30 pp=(PEEK(&4ead)-1):qq=(PEEK(&4ead)-16):rr=(PEEK(&5057)+64):ss=(PEEK(&510a)-1)
 40 IF cs<>62164 THEN PRINT"GOSH ! A BOOBOO !":END
 50 FOR x=40960 TO 40960+575:a=PEEK(x)
 60 IF a=pp THEN POKE x,p ELSE IF a=qq THEN POKE x,q
 70 IF a=rr THEN POKE x,r ELSE IF a=ss THEN POKE x,s
 80 NEXT:FOR x=40960 TO 40960+575:tot=tot+PEEK(x):NEXT:IF tot<>64595 THEN PRINT"NOT CURRENT BSM VERSION - SORRY !":END
 90 SAVE"OPTION2X",B,40960,576,40960
100 DATA f3,69,20,a0,11,01,af,01,00,02,ed,b0,69,16,bd,36,e9,69,37,bd,36,c9,c3,01
110 DATA af,4e,45,4d,45,53,49,53,69,11,af,11,00,68,01,40,00,ed,b0,76,4f,af,18,fb
120 DATA 67,d5,76,3a,68,76,71,bc,11,f0,a9,69,00,af,0e,07,76,ce,bc,d1,e1,67,d5,06
130 DATA 02,eb,69,38,68,34,76,8c,bc,d1,e1,01,00,00,3e,02,76,98,bc,76,8f,bc,76,37
140 DATA bd,3e,c9,32,37,bd,37,c9,41,30,00,00,00,c9,69,39,68,34,2a,38,68,22,76,b0
150 DATA 69,fc,b0,34,3a,f7,b0,32,37,bd,76,37,bd,af,76,6b,bc,69,00,00,06,00,11,64
160 DATA 00,76,77,bc,22,ea,b0,ed,53,f5,b0,ed,43,f3,b0,11,12,00,19,cb,86,7e,32,f0
170 DATA b0,11,08,00,19,7e,32,ee,b0,23,7e,32,ef,b0,2a,f5,b0,76,83,bc,76,7a,bc,3a
180 DATA f0,b0,fe,00,28,c0,76,ac,af,18,34,3a,a1,bc,32,3a,68,2a,a2,bc,22,3b,68,c9
190 DATA 69,00,68,22,a2,bc,3e,c3,32,a1,bc,2a,ec,b0,3a,7f,b0,77,23,3a,84,b0,77,23
200 DATA 3a,85,b0,77,3e,c9,32,37,bd,69,16,bd,36,e9,c9,2a,ee,b0,11,00,00,a7,ed,52
210 DATA 28,08,2a,ee,b0,76,cf,b0,18,09,2a,f5,b0,22,ee,b0,76,cf,b0,ed,5b,f3,b0,2a
220 DATA f5,b0,19,3e,c9,77,23,22,f1,b0,11,2e,00,19,22,9f,b0,2a,ec,b0,3e,c3,77,23
230 DATA ed,5b,f1,b0,7b,77,7a,23,77,69,7e,b0,ed,5b,f1,b0,01,55,00,ed,b0,2a,f3,b0
240 DATA 11,55,00,19,22,f3,b0,69,00,af,11,f0,a9,0e,07,76,ce,bc,69,f8,b0,06,05,ed
250 DATA 5b,f5,b0,76,8c,bc,11,1c,00,19,eb,2a,ea,b0,01,1c,00,09,01,23,00,ed,b0,2a
260 DATA f5,b0,ed,5b,f3,b0,ed,4b,ee,b0,3a,f0,b0,76,98,bc,76,8f,bc,76,37,bd,76,b9
270 DATA af,2a,ec,b0,e9,3e,00,32,00,00,69,00,00,22,00,00,69,80,68,22,a2,bc,3e,c3
280 DATA 32,a1,bc,3e,e9,32,16,bd,3e,c9,32,37,bd,69,00,00,11,80,68,01,40,00,ed,b0
290 DATA c3,00,00,67,69,00,af,11,f0,a9,0e,07,76,ce,bc,e1,67,06,02,eb,69,a1,68,34
300 DATA 76,77,bc,e1,76,83,bc,76,7a,bc,37,c9,41,30,22,ec,b0,7e,32,7f,b0,22,81,b0
310 DATA 22,aa,b0,23,22,87,b0,7e,32,84,b0,23,7e,32,85,b0,c9,00,00,00,00,00,00,00
320 DATA 00,00,00,00,00,00,cf,42,41,43,4b,30,00,00,00,00,50,42,49,54,53,0d,9c,04
330 DATA 59,48,4a,3a,4c,44,09,44,45,2c,28,58,45,4e,47,54,48,29,0d,a6,04,4c,44,09
```

OPTION 3 [51] FLASHLOADERS.
TEMPEST [Compilation version] >>>>   A "forgettable" routine if you have BLITZ.
BONZO BLITZ – THE SPEEDLOCK CRACKER
UCHIMATA [!!], ELEKTAGLIDE ['ODD], KILLED UNTIL DEAD [Main file], PRO SKI SIM., RENEGADE [Main file], FREDDY HARDEST, HOW TO BE A COMPLETE BANANA, GRYZOR [Main file], COMBAT SCHOOL[Main file]>> last 4 all new BLITZ4 transfers.
Blitz [the Kitten] was relieved to hear that Jim Palmer DID transfer GREAT ESCAPE - he had to remove his Light Pen !

ROADRUNNER – THE COMPLETE BLITZ JOB

```
 1 REM: ROADRUNNER/MAINFILE BY BLITZ : DELETE ROADPRU and ROADPRU0
 3 REM: TRANSFER LEVELS VIA BONZO OPT.1 : YOU WILL HAVE SEVERAL FILES - ????.BLK/????.SPR/???/.MAP :RUN THIS FILE FOR THE GA  ME
10 CALL &bbff:MODE 0:FOR X=0 TO 15:READ A:INK X,A:NEXT
20 RESTORE 50:FOR x=&be80 TO &bebc:READ a$:y=VAL ("&"+a$):cs=cs+y:POKE x,y:NEXT
30 IF cs=6963 THEN CALL &be80 ELSE PRINT"DATA ERROR !":END
40 DATA 13,26,0,6,9,25,24,2,20,15,3,16,12,14,17,7
50 DATA 21,bb,be,06,08,34,21,b4,be,11,00,c0,d5,cd,77,bc,e1,cd,83,bc,cd,7a,bc,00
60 DATA 3e,c9,32,97,be,21,40,00,22,8a,be,cd,80,be,01,7e,fa,af,ed,79,3e,11,32,d6,05,c3,00,01,52,4f,41,44,50,52,55,30,cf
```

WORLD CLASS STUFF - FOUR COURSES TO ONE DISC !

GARY & Co. SAVE YOU THE PRICE OF A DISC ! TRANSFER THE COURSE "D" MAIN PROGRAM WITH BLITZNU. COPY COURSE DATA WITH OPTION 1, ENSURE THAT CYP.CREEK and DOR. COUNTRY CLB data is transferred to SIDE A. The other two on SIDE B. C1BORD.SPR and LBOARD.SCN must be on BOTH sides. Erase all .BAK files , type in this loader and save to SIDE A as WCLB. RUN"WCLB" to play.

```
1 REM World Class Leaderboard! :Disc loader by W.Morgan & G.Searle. :(C) Nemesis 1987.
2 MODE 1:INK 0,0:INK 1,26:BORDER 0 :OPENOUT"d":MEMORY &3fff :LOAD"wclbpco.bin",&4000 :FOR NU%=1 TO 4:READ N$(NU%):NEXT
80 RESTORE 190:FOR N%=0 TO 97:READ a$:A=VAL("&"+a$):POKE &befe+N%,A:CS=CS+A:NEXT
85 IF CS<>8074 THEN PRINT"GOOD GRIEF - A MISTAKE !":END
90 FOR CO%=1 TO NU%-1:LOCATE 1,CO%:PRINT CO%:LOCATE 3,CO%:PRINT".";SPC(1);N$(CO%):NEXT
100 PRINT:PRINT"PLEASE CHOOSE(1-4)?"
110 R$=INKEY$:IF R$="" THEN 110 ELSE LOCATE 20,6:PRINT R$;:IF R$<"1" OR R$>"4" THEN 110
120 MODE 0:A=VAL(R$):POKE &30,64+A
130 IF A=3 OR A=4 THEN POKE &31,&14 ELSE POKE &31,&17
140 POKE &4044,&1b:POKE &4045,&bf:CALL &bf4e
150 DATA "CHAMPIONS CYPRESS CREEK", "DORAL COUNTRY CLUB","ST.ANDREWS" , "GAUNTLET COUNTRY CLUB"
190 DATA 21,00,00,ed,63,9c,4f,c3,00,01,54,55,52,4e,20,4f,56,45,52,20,44,49,53,4b,20,20,20,20,00
200 DATA cd,8f,bc,06,12,21,d4,73,3a,30,00,77,23,23,23,05,c2,26,bf,3e,00,21,40,73,77,21,31,00
210 DATA 7e,21,4a,6e,77,21,08,bf,11,4f,6e,7e,12,23,13,fe,00,c2,42,bf,c3,00,bf,0
220 DATA cd,03,b9,21,00,40,11,7c,b0,01,50,00,ed,b0,c3,7c,b0
```

On the same subject, LUKE IRELAND has developed a WCLB CONSTRUCTION KIT - design you own course using holes from whatever courses you wish. Obviously only on disc, send Luke a disc, inlay, and the funds for a hole 19 visit, and the golf greens will be greener.   *LUKE IRELAND, 4 LONG WOOD, BOURNEVILLE, BIRMINGHAM, B30 1HT.*

HACK PACK

Note that LR = LAST RESORT. EX = EXPANDED MACHINES ONLY. TA = Press TAB AFTER tape stops.
MANDRAGORE, RIGEL's REVENGE, VULCAN, Z(*) , MUSIC SYSTEM [Rainbird], SPACE RAIDERS, ASKERON [LR], ROCK'n WRESTLE [LR], DESPOTNIK [LR,EX], STARQUAKE [TA]. "Z" definitely does go - reply N/Y/Y/Y to the prompts and retain the screen. It does go, so retry if you miss it first time. **WARNINGS from RESPECTED SOURCES, RIGEL'S REVENGE IS BBBBUUGGEEDD to the HILT** NAFF/UGH !

AS I READ IT !

PAUL GARWOOD wants to know how to hide files. If you've the right utility [DOO DAH, FLASH PAK and others] then simply make them SYS. Alternatively assign them to another USER area, keeping the loader in USER 0 and modifying it to load from the alternate USER area. The proper way to hide files is, of course, in French Loaves. CELL BLOCK H - what a game that'd make !
KEITH HANKIN, 5 The Leasow, ALDRIDGE, WEST MIDLANDS, WS9 0EF, has a super straight hack for RIGEL's REVENGE. In view of the apparent prolific number of "bugged" tapes I have not printed this - but Keith will supply you with the printout if you have a good version. Don't forget the SSAE and "nobbins" ! Also noted by Keith is that the loader for ARNHEM in NEWS 15 does not allow for the fact that saved games have to be to and from tape. Solution is to DELETE line 30 from the list.and change line 170 to:

                170 LOAD "ARNHEM.BIN",1700:LOAD "ARNHEM.DAT",23350: |TAPE: CALL 1774

PHIL WHARF observes that BRIDES OF F is "naff" too ! In the graveyard, up the tree, and you've had it ! More useful is the SOLOMONS KEY trick, when you lost your lives go into "DEMO", PRESS [ESC] TWICE, and you'll be able to update the HI-SCORE !
FRANK RYAN reminds us of a couple of good tricks in AMSTRAD ACTION recently for removing excess spaces. Cuts WILDBUNCH and the like down to size. Can't breach their Copyright, can tell you that it's there.
LUKE has a tape of WERNER suffering the same terrible fault as the old BRIDES OF FRANK - the ultimate protection device this ! If it won't load it won't copy ! Why didn't anyone think of it before ? Luke doesn't like our odd-size advert in CWTA. I don't like CWTA - a very thin offering of drivel that I think I shall soon elbow.

SPECIALS

These programs, that cannot be done via BSM, or any utility [some can be done via BANKRAID on a 6128] short of a magic box , represent the hard work of a number of gifted "meddlers", plus the ones that I do myself. * = Do it yourself with BANKRAID !
EVERYONE'S A WALLY*,HIGHWAY ENCOUNTER, ALIEN HIGHWAY, MOONCRESTA, STARSTRIKE2, DRUID, NICK FALDO PLAYS SOMETHING, GET DEXTER. 3 WEEKS IN PARADISE*, EQUINOX*, SAI COMBAT, NIGHT GAMES (2 full sides), ZAXXON, BOUNDER*, THING ON A DING*, ROCKY HORROR, STAINLESS STEEL* , BATTLE OF THE PLANETS, TOMAHAWK,TRIVIAL PURS* (main file only), TLL*, FIGHTING WARRIOR, MERMAID MADNESS, STARGLIDER, NODES OF YESOD, SPLIT PERSONALITIES, JACK the NIPPER, ELEKTRAGLIDE, REVOLUTION. GALIVAN. EAGLES NEST. COP OUT. KNIGHT RIDER, BIGGLES, MISSION ELEVATOR, PACIFIC, TARZAN, HYPERBOWL, NINJA, FLYSPY. HOLLYWOOD OR BUST, DANDY, BACK TO FUTURE, ALIENS, SUPERSLEUTH, FEUD, SUPERMAN, THAI BOXING, KRAKOUT, LORDS OF MIDNIGHT, DYNAMITE DAN II, 5TH AXIS, CYCIT, AUFW MONTY, 2112AD, STRIKE, PRODIGY, HOWARD DUCK, ONE, MERCENARY, AMAZING SHRINKMAN. MOVIE, BACTRON, INFODROID, AMERICA'S CUP [6128], ENDURO RACER , THING II, NIGHT GUNNER, MISSION GENOCIDE* , HIJACK, CHAMPIONSHIP BASEBALL,HACKERII, SPACEACE, BUMPSET STRIKE, RANARAMA. WIZBALL*, SOLOMONS KEY, JOE BLADE, CENTURIONS, TRANTOR, STRIKEFORCE SAS, BOSCONIAN, JACK NIPPER2*, SPACED OUT, STARRAIDERS II. XOR, SUPER SPRINT, DRILLER, GARY LINEKER, MATCHDAY2, AGENTXII, OLLIE & LISA. RAMPAGE.RYGAR.

SPECIALS NOTE

BONZO BLITZ transfers are removed, but they are still available if needed. Charges: £6.00 per disc (we supply the disc and return postage) regardless of number of games on disc. An inlay as proof of ownership of the tape version is required - allow for a maximum of 6 games per disc, although often more will fit on. Also let me know which machine you have, I have different versions for each machine in a few cases. Remember to count a "double" when a game has two independent parts [BIGGLES as example]. PLEASE NOTE, LOADING SCREENS ARE NOT ALWAYS INCLUDED - if you definitely want them say so. Will do if we have them !

DOO DAH

Note that the TRANTOR disc defeats everything including DISCOLOGY [French or English]. OK are COCONUT CAPERS (NIPPER2), and MELBOURNE DRAW.

BANKRAID - *THE 6128/464+RAMPACK + a litte knowledge SUPER ROUTINE. Only available from Neil.* [busy with examinations recently and just had time to sort out this treat !]. Keep sending him your info ! If you've not got a copy of BANKRAID and have a 6128/expanded 464, a small knowledge of M/Code and a modest offering for Neils R & D then send him a disc and you've got it !

Hello Dabblers !

When everyone else is giving you repeats, we have something original, helpful, serious, modest........ and here I am :-
Christmas is here once again, the tinsle, the glitter, the pines on the carpet, we know it well. Being the pre-Christmas issue, its time for a rattler. Looking at the Specials section I see WIZBALL is amoung those awkward swines. Just so you can gloat at all the Raidless riff-raff, here's the bits and pieces you'll need :-
[A] Wiz your tape back to the start and run good 'ol INSTALL from the Raid disc. Now run the absolutely amazing program below.

(ok, so I did write it , how did you guess ?)

```
25 RESTORE 30 :FOR loop=&6000 TO &60b2:READ s$:byte=VAL("&"+s$):POKE loop,byte:ck=ck+byte :NEXT loop
40 READ check:IF ck<>check THEN PRINT"Ooooppppss ! Check your data !":END
45 DATA 21,11,60,11,90,be,01,a2,00,ed,b0,cd,37,bd,c3,90,be,f3,cd,02,bc,06,00,21
50 DATA 00,00,11,40,00,cd,77,bc,ed,53,c4,be,eb,cd,83,bc,cd,7a,bc,21,c6,be,3e,c9
55 DATA 32,37,bd,3e,c3,22,7b,bc,32,7a,bc,21,ff,ab,11,40,00,01,ff,b0,c3,00,00,21
60 DATA d9,be,7c,ee,fb,11,4b,00,12,7d,ee,99,11,4e,00,12,37,c9,3e,b9,32,0b,b9,3e
65 DATA 2e,32,0e,b9,ed,4b,02,bc,06,8a,11,00,b9,c5,1a,d5,11,79,03,91,21,8a,b9,ae
70 DATA 77,23,1d,20,fa,15,20,f7,d1,13,c1,4f,05,20,e6,dd,21,d9,bb,11,c6,00,cd,67
75 DATA bb,21,2a,bf,11,00,00,d5,01,08,00,ed,b0,e1,3e,c3,32,9a,bc,22,9b,bc,c3,03,bc,00,00,01,c6,7f,ed,49,c3,00,40,19756
90 MODE 1:OUT &7F00,&C6:RESTORE 100 :FOR u=1 TO 9:READ off:POKE &4000+off,&FE:NEXT u
100 DATA 3,7,11,15,19,23,27,33,41
105 OUT &7f00,&C0:PRINT"Insert WIZBALL tape.":PRINT:CALL &6000: END
```

[B] Press play and any key as prompted. When the machine resets (by the way, the colours go all black towards the end of the load, don't panic !) run DUMMY from your raid disc, using name = WIZBALL and mode = 0. Bung your destination disc (which will now be referred to as ddisc) into drive A. When finished, run SWAG2, and insert ddisc into drive A. When the machine resets, run the program below. (leaving the ddisc in the drive)

```
20 MEMORY &8eff :LOAD "WIZBALL.BIN",&8f00 :POKE &8f5a,&ff:POKE &8f52,&ff:POKE &8f59,0:POKE &8f51,0
50 RESTORE:FOR u=&8f6b TO &8f78:READ a$:POKE u,VAL("&"+a$):NEXT :SAVE "WIZBALL",B,&8f00,&d0,&8f00
70 DATA 21,00,c0,11,df,aa,01,18,15,ed,b0,c3,f0,7f
```

[C] Reset the machine and bung your ddisc into drive. Run "WIZBALL" !
The management involved with Bankraid productions (both of me) would like to wish you a Merry Christmas and a Happy New Year, ... eat, drink and be merry ! We three kings of orient are ..... I'm dreaming of a white Christmas ...... When Santa got stuck up the chimney ...... I bet Colin's so short of space he's crunched all this up [TRUE ! Col.]   Cheers ! Neil.

NEIL MacDougall [130 Robin Way, CHIPPING SODBURY, BRISTOL, BS17 6JS]

INFINITE WOTSITS and ETERNAL THINGIES

Did you know that you can visit eternity by loading from tape and hold your breath until it's all done ?

FREDDY HARDEST - A good cheat from STEPHEN BASFORD. Steve has done a super RENAME BLITZ FILES prog:
If you'd like it send Steve a disc or a tape, £1 and return postage, and he'll return the goody. It is good too !!

STEPHEN BASFORD, 139 WISTASTON ROAD, CREWE, CHESHIRE, CW2 7RH

```
1 REM: INFINITE LIVES FOR FREDDY HARDEST/DUN BY STEVE BASFORD - NO ACCESS CODE NEEDED FOR PART TWO !
2 REM: RENAME BLITZBIT(part 1) as FREDDY0 [ USE THE 42K FILE IF YOU HAVE THE NEW BLITZ4] :RENAME BLITZBIT(part 2) as FREDDY1
40 FOR c=&BE80 TO &BEC9:READ d$:POKE c,VAL("&"+d$):NEXT
50 MODE 1:LOCATE 13,9:INPUT "LOAD PART [1/2]: ",part$
60 LOCATE 12,14: INPUT "CHEAT [Y/N]: ",cht$
70 POKE &BEC8,VAL(part$)+47
80 IF LOWER$(cht$)="y"THEN POKE &BEC9,1 ELSE POKE &BEC9,0
90 CLS: CALL &BE80
100 DATA 06,07,21,c2,be,cd,77,bc,21,40,00,cd,83,bc,cd,7a,bc,3a,c8,be,fe,30,28,05
110 DATA 3e,c3,32,dc,81,3a,c9,be,fe,00,28,1b,3a,c8,be,fe,30,28,10,3e,3e,32,72,66
120 DATA 3e,05,32,73,66,af,32,74,66,18,04,af,32,fa,8a,c3,00,80,46,52,45,44,44,59,30,00
```

THE BIG BUSTS REDLED - by request, ACADEMY by Stewart.

```
10 REM: REDLED TRANSFER - SKIP BASIC FILE ON TAPE. THEN RUN THIS. RUN FROM DISC WITH "REDLED"
20 CALL &bbff:FOR X=&be80 TO &beef:READ A$:Y=VAL("&"+A$):POKE X,Y:CS=CS+Y:NEXT
30 IF CS<>11011 THEN PRINT"DATA ERROR !":END: ELSE MODE 0:¦TAPE:CALL &be80
50 DATA 06,00,11,00,84,d5,cd,77,bc,e1,cd,83,bc,cd,7a,bc,21,00,00,22,01,84,22,02
60 DATA 84,21,a2,be,22,49,84,c3,00,84,21,ff,ab,11,40,00,0e,07,cd,ce,bc,21,ea,be
70 DATA 34,21,e4,be,06,07,11,00,01,d5,cd,8c,bc,e1,11,24,83,01,00,01,3e,02,cd,98
80 DATA bc,cd,8f,bc,00,3e,c9,32,cc,be,21,00,c0,22,b7,be,21,00,40,22,bf,be,cd,ad
90 DATA be,c3,00,01,52,45,44,4c,45,44,30,00,00,00,00,00
```

```
10 CALL &bbff:FOR X=0 TO 15: INK X,0:NEXT: :BORDER 0:LOAD"REDLED2":RUN"REDLED1: REM THIS RUNS IT - OK ?
```

ACADEMY - STEWART's COMPLETE TRANSFER FIX. / LOAD & SAVE GAMES OKAY FROM DISC

```
1 ' ACADEMY SAVE ROUTINE BY S C R. DON'T FORGET TO SKIP THE TAPE FILE "ACADEMY"
10 MODE 0:L=60:A=&be80
20 R=0:READ A$: IF A$=CHR$(42) THEN CALL &be80
30 FOR S=1 TO LEN(A$)-1 STEP 2:Q=VAL("&"+MID$(A$,S,2)):POKE A,Q:A=A+1:R=R+Q:NEXT S
40 READ C: IF C<>R THEN PRINT"ERROR IN LINE";L:STOP
50 L=L+10:GOTO 20
60 DATA 21500011df003e16cda1bc003ec9328bbe2100c0110040cd86be21300111,2567
70 DATA 4ba5cd86be21f4be34060821edbe1100c0cd8cbc2100c011003400100003e,2873
80 DATA 02cd98bccd8fbc003ec932c3be2130011100c0010040edb0210004122adbe,2981
90 DATA cda3be21304122b3be214b6522b6becda3bec741434144454d592f,3026
100 DATA *
```

Use this to run the disc'd version.

```
1 REM ACADEMY LOADER v1.02 :BY S C RUSSELL & HUGH MONGOOSE :DEDICATED TO ALL BONZO FANS EVERYWHERE
40 OPENOUT"snurd":MEMORY &4000:CLOSEOUT:GOSUB 60:LOAD"ACADEMY0":GOSUB 80
50 LOAD"ACADEMY2":GOSUB 100:LOAD"ACADEMY1":POKE &5e34,0:POKE &5e35,&60:CALL &be00
60 MODE 0:BORDER 0:RESTORE 70:FOR S=0 TO 15:READ R:INK S,R:NEXT S:RETURN
70 DATA 0,3,6,15,24,25,0,10,26,20,11,2,1,17,8,4
80 A=&be00:A$="2100c0113001010040edb021ffb01140000e07cdcebcc33505"
90 FOR S=1 TO LEN(A$)-1 STEP 2:POKE A,VAL("&"+MID$(A$,S,2)):A=A+1:NEXT S:RETURN
100 FOR S=0 TO 15:INK S,0:NEXT S:RETURN
```

SCREAM !

As you will all know, telephoned help etc., from BONZO TOWERS during normal working hours. Monday evening is reserved for calls that cannot be made during the day. However, there are lots of meddlers offering their phone for help, advice, rag-chewing, etc. The NORTHAMPTON meddlers have failed miserably in any get together ideas, it seems that the 40 or so in the Southampton & Portsmouth areas are reluctant to phone each other too ! Much to be said for the way Colchester and BRUM continue to thrive! Both offer you help and and advice, wherever you are. Luke Ireland [well clued up !] offers help on all aspects of "meddling". Fridays after 6pm. and Saturday after lunch 'til late (ish). Seems to know about all the new games before I do.

Luke's phone number - *021 - 458 - 4804*

PHIL THE DRUID [Colchester] offers his number for general help, with adventures a special interest. Aided by Trevor the Hardware Man most problems should get sorted.

P.A.FERRIS 6 Ferdinand Walk, COLCHESTER, ESSEX, CO4 3TS./ PHONE [0206] 869371, for any general help, Not after 10.30pm. though ! Weekday evenings, after mid-day at weekends, but please avoid Thursdays.

DEBBY HOWARD - being a distant member of the Colchester group is also a keen adventurer. I wish more of you were ! Debby has completed BRAWN FREE (who wrote that ?), AFTERSHOCK, MINDSHADOW, HERO'S OF KARN, SPYTREK, GRANGE HILL, 3 WEEKS IN PARADISE, FOREST AT WORLD'S END, WARLORD and THE EXPERIENCE. Debby will happily assist if you are stuck with any of these. Contact Debby :

10 Overton Road, ABBEY WOOD, LONDON, SE2 9SD. - TELECOM GOLD 74:MIK1511 - PRESTEL 219997199

KAY & GRAHAM WHEELER - famous names in the adventure world are able to help with a great number of adventures, All of mine - [that's a relief, I've forgotten how to do them !], a number of INFOCOM and about 60 others. Between 10a.m and Midnight is OK !

PHONE is [0225] 26919 - that's BATH.

BONZO ON ROM ?   via *RODNEY TIPPING* 21 Marlborough Avenue, HORNSEA, NORTH HUMBERSIDE, HU18 1UA. *NOTE NEW ADDRESS* Rodney is your man to organise these black beetle affairs - he has the equipment and other gubbins to do the job for you. In the first instance drop him a line and a SAE telling him your needs, all will be revealed.

THE 500+ LIST as done by Ian Wilson is much more comprehensive than my own ! It's actually 511, in proper Alpha order, indexing each game to the method of transfer and any references in newsletters. Now Ian is prepared to release his custom-written DATABASE [in "C" , clever, random access !]. Can I suggest a decent donation to the Wilson relief fund, plus your disc, and Ian will part with the files. Excellent - and very , very fast ! Send to Ian - not me, I don't think I made it clear for the 511 listing last time; resulting in a couple of you getting my puny effort - sorry !

IAN WILSON, 41 LABURNUM ROAD, ABRONHILL, CUMBERNAULD, STRATHCLYDE, G67 3AA.

HARRY's XMAS SCREEN CRUNCHER

This will load in a normal 17K screen, and resave it as a miniscular version which can be re-loaded in all it's glory, saving lots of disc space. We await Harry's 42K file crunch ! Should be a real cracker !

```
10 CLS:MODE 1:OPENOUT"D":MEMORY &1FCF:CLOSEOUT : INK 1,25:INK 2,6:PAPER 2:PEN 1:CLS
30 FOR I=0 TO 101:READ x$:A=VAL("&"+x$):POKE (I+&be80),A:CS=CS+A:NEXT:PS=8693:GOSUB 300
40 RESTORE 280
50 FOR I=0 TO 38:READ x$:A=VAL("&"+x$):POKE (I+&1fd0),A:CS=CS+A:NEXT:PS=3963:GOSUB 300
60 LOCATE 6,16:PRINT "CHANGE DISCS NOW !!      "
70 FOR I=1 TO 5000:NEXT:CAT:PRINT
80 LOCATE 6,24:INPUT"SCREEN FILENAME ?",A$
90 CLS:LOCATE 6,24: INPUT"COMPRESSED FILENAME ?",B$
100 CLS:MODE 1
110 CALL &bbff:LOAD a$,&c000:CALL &be80
120 y=PEEK(&be80)+256*PEEK(&be81)
130 MODE 1: INK 1,6: INK 2,25:PAPER 2:PEN 1:CLS
140 LOCATE 6,16:PRINT"CHANGE DISCS NOW IF YOU WISH!"
150 FOR i=1 TO 10000:NEXT:CLS:LOCATE 6,16:PRINT" BUT NOT NOW !!"
160 FOR I=1 TO 2000:NEXT:SAVE B$,b,&1fd0,(y-&1fcf),&1fd0
170 SAVE B$,b,&1fd0,(y-&1fcf),&1fd0
180 CLS:LOCATE 8,20:PRINT"TESTING !!"
190 LOAD B$:CALL &bbff:CALL &1fd0
200 FOR i=1 TO 10000:NEXT:CALL &bbff:CALL &bc02:CALL &bb4e
210 PRINT"THE METHOD FOR DISPLAYING A SCREEN IS TO SET MEMORY AT &1fcf, LOAD FILE, AND CALL &1fd0.":PRINT
215 PRINT"DON'T FORGET TO SET THE SCREEN OFFSET  -A CALL &bbff DOES IT !":PRINT:PRINT"HARRY !":END
220 DATA 21,00,c0,11,fe,2f,4e,06,01,13,13,13,79,12,1b,78,12,7c,b5,28,0d,23,3e,7f
230 DATA 90,28,eb,79,96,20,e7,04,18,ed,13,13,3e,00,12,13,12,21,ff,1f,11,00,30,23
240 DATA 3e,00,77,1a,a7,28,2b,fe,01,28,08,77,13,1a,23,77,13,18,ec,e5,dd,e1,3e,80
250 DATA dd,77,00,dd,7e,00,fe,ff,20,02,18,db,23,dd,34,00,13,1a,77,13,1a,3d,28,eb
260 DATA 18,cd,22,80,be,c9,00,00
270 REM
280 DATA 21,00,c0,11,ff,1f,13,1a,47,cb,7f,20,0c,13,1a,4f,71,23,7c,b5,c8,18,f9,18
290 DATA ed,e6,7f,47,13,1a,77,23,7c,b5,c8,18,f7,18,df,ff
300 IF CS<>PS THEN PRINT" OH MY ! A HITCH IN THE DATA.":END: ELSE CS=0:RETURN
```

WADAMIGONNAREADNOW?

WACCI from *WACCI* 75 Greatfields Drive, HILLINGDON, UXBRIDGE, MIDDLESEX UB8 3QN. 50P. plus a GIANT SSAE gets the works !
Much loved by meddlers is this publication, and a growing number also revel in :-
SUGAR-CUBE   from *STEVE BROKENSHIRE* 22 Beechwood Crescent, BROUGHTON, BRIGG, S.HUMBERSIDE DN20 0SB. Do as for WACCI :
Steve's offering gets better every issue, and CWTA and ACU get worse !
ADVENTURE PROBE   from *ADVENTURE PROBE* 78 Merton Road, WIGAN, WN3 6AT. Staggering Sandra's offering. £1.25 gets the goodies!
Yes, Sandra has had to increase the price [Soothsayer remains the same], but hardly dramatic after 2 years unchanged. The
content has very considerably increased during that time too ! Worthy of note is Sandra's very own adventure, THE CASE OF THE
MIXED-UP SHYMER. A long memory will help in solving this very different adventure, TEXT only - all the best adventures are. It's
the MIND'S EYE. Available from Sandra @ £1.99 on tape - £4.25 on disc [silly prices !]. Approved by Kay & Graham Wheeler too !2
SUNDAY OBSERVER, TIMES, TELEGRAPH - excellent and cheaper than newsletters. Dunno what Mike Penney reads. Another mention !

FINALLY.. Hooray ! - not another one for 6 weeks. I'm incommunicado until 11.1.88 - but I'll have treatment.
A quick guide to Software House protection [if any] methods: **AMSOFT - usually OPTION 1. **ALLIGATA - OPT 1 or HPACK.
**ARIOLASOFT/STARLIGHT - usually OPTION 1. **CODEMASTERS - invariably "SPEEDLOCK". **DOMARK - often "SPECIALS" only. **FIREBIRD
- "counters" older types HACKPACK, some OPTION 1. **ELITE - OPTION 1. **GREMLIN - "specials" or Bankraid. **HEWSON vary a lot !
**MARTECH - most recent are "Speedlock". **ICENTIVE/U.S.GOLD/VIRGIN/ IMAGINE/OCEAN/KONAMI invariably "Speedlock". **MASTERTRONIC
- often HACKPACK or OPTION 1 but very varied. **PALACE - OPTION 2. **PSS vary.
Running out of space, so what's for Xmas ? The much applauded 4 NEMESIS adventures on one disc for a mere £5 when you buy any
ANY other disc - time to strain your brain ! News 15 FLASHPACK & BIG BATCH offers still apply - and a reminder on up-grades: BSM
& HACKPACK, BLITZ, DOO DAH - return disc with £1 + postage for up-dating, you can do this whenever the mood takes you.
THE AMSTRAD SHOW MEDDLER'S MEETING. Luke suggests meet at the SIREN stand for chat/exchange addresses and banter. Anything
with the word BONZO on it will identify you - on lapel ? When ? The usually routine for vague "meets" is any hour on the hour!
I'd suggest Mid-day as optimum time. Good wheeze eh ? Luke will DEFINITELY be on the look-out. That's all, lots left for NEWS17:
More from the regulars, something from OZ, a grand BIG BUST, a smart "meddle" from Luke, and maybe Harry's "SUPERCRUNCH".
NEWSLETTERS, all back issues as 1-7 summary, de-waffled, and 8-15 for £5.50. Singles 50p. + SSAE, BUT 1-7 only as a summary at
£1.75. Future issues 50p. + SSAE, or subscribe £2.50 for next 5 [MAXIMUM] and we pay postage and supply envelope. AH YES !
Very many thanks for your support during the last year, thanks for all the good wishes and cards - many purrs from the cats !!
A VERY MEDDLING XMAS and HAPPY NEW YEAR from all at NEMESIS